

**IN THE CLAIMS:**

Claims 1-25 (cancelled).

26. (new) Apparatus for playing a competitive game between two or more players, the apparatus comprising:

a plurality of handsets each adapted to be held by a player, each handset comprising a player input device and an electrode,

wherein the apparatus is adapted to compare reaction time of the players, the reaction time being defined as the time elapsed between a start time at which a start signal is indicated to the players and an activation of the player input device on the handset of the player, and

wherein means is provided for administering via the corresponding electrode, a disincentive in the form of a measured electric shock to a player determined as having a longer reaction time than another player.

27. (new) Apparatus as claimed in claim 26, further adapted to administer a measured electric shock to be felt by the player as an injury-free pain.

28. (new) Apparatus as claimed in claim 26, wherein the apparatus is adapted to determine the longest of the reaction times and administer a measured electric shock to the player having the longest reaction time via the electrode on the handset of the player.

29. (new) Apparatus as claimed in claim 26, wherein the apparatus is adapted to determine the shortest of the reaction times and administer a measured electric shock to the players other than the player having the shortest reaction time via the electrodes on the handset of the players.

30. (new) Apparatus as claimed in claim 26, adapted to administer a disincentive to a plurality of players.

31. (new) Apparatus as claimed in claim 26, adapted for up to four players, and comprising four handsets.

32. (new) Apparatus as claimed in claim 26, further comprising selection means for allowing players to select which of the plurality of handsets are operational.

33. (new) Apparatus as claimed in claim 26, wherein the input device is a switch and the apparatus is further adapted to administer an electric shock to any player that depresses the switch prior to the output of the start signal.

34. (new) Apparatus as claimed in claim 26, wherein a start switch is provided, and the apparatus provides a preliminary signal to the players prior to the output of the start signal, wherein the preliminary signal is provided in response to an input from the start switch, and the time between the start of the preliminary signal and the start signal is determined by the apparatus with a degree of randomness.

35. (new) Apparatus as claimed in claim 26, further comprising:  
means for setting the voltage at which an electric shock is administered.

36. (new) Apparatus as claimed in claim 35, comprising:  
means for enabling a user to set a voltage at which an electric shock is administered.

37. (new) Apparatus as claimed in claim 35, comprising:  
means for automatically setting a voltage at which an electric shock is administered.

38. (new) Apparatus as claimed in claim 26, wherein the player input devices are provided on the electrodes.

39. (new) Apparatus as claimed in claim 26, wherein the apparatus includes a signal output device for indicating the start signal to the players.

40. (new) Apparatus as claimed in claim 39, wherein the signal output device comprises a display.

41. (new) Apparatus as claimed in claim 39, wherein the signal output device comprises an audio device.

42. (new) A method for playing a competitive game between two or more players, the method comprising the steps of:

providing a plurality of handsets to be held by each player, each handset comprising a player input device and an electrode;

comparing reaction time of the players, wherein the reaction time is the time elapsed between a start time at which a start signal is indicated to the players and an activation of the player input device on the handset of the player; and

administering via the corresponding electrode, a disincentive in the form of a measured electric shock to a player determined as having a longer reaction time than another player.